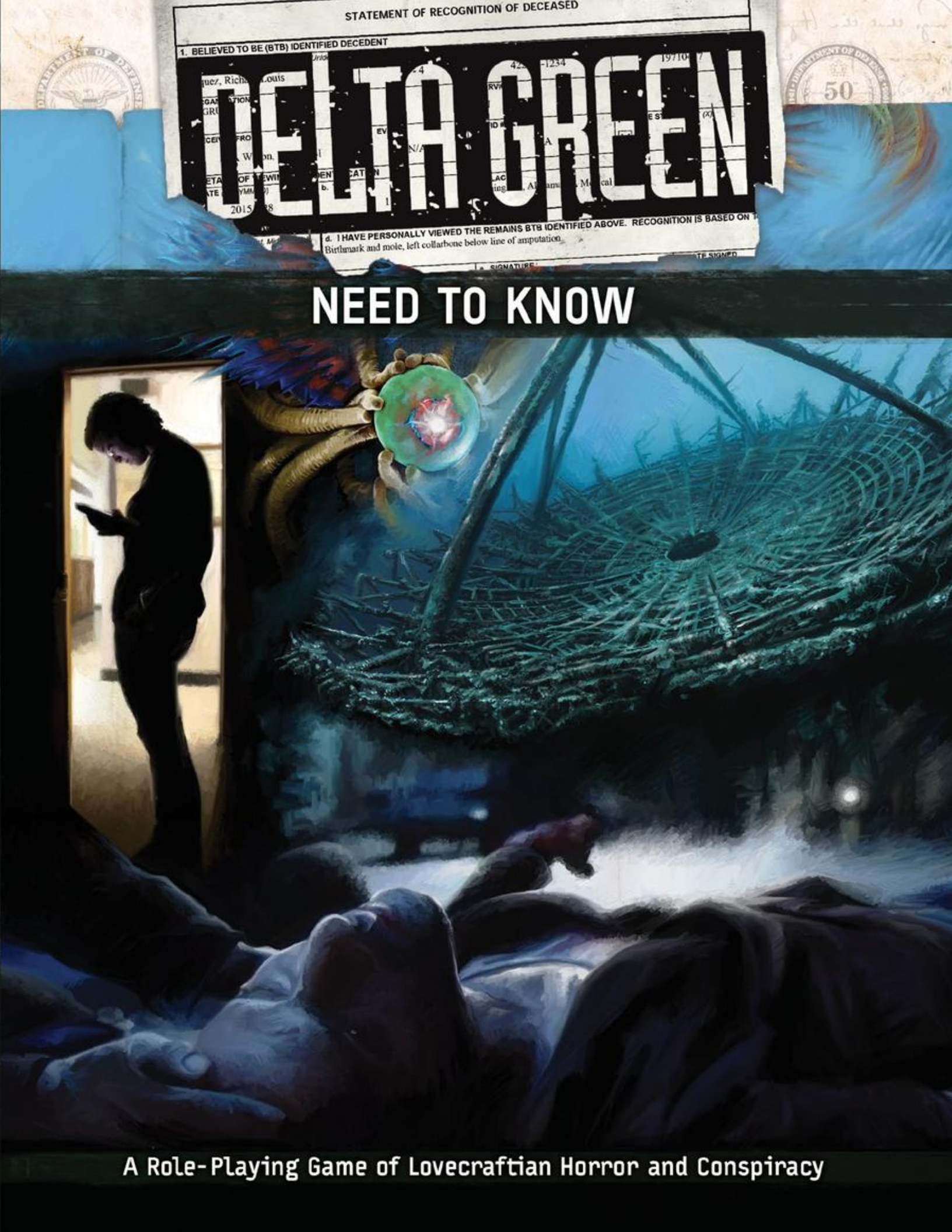

STATEMENT OF RECOGNITION OF DECEASED
1. BELIEVED TO BE (BTB) IDENTIFIED DECEDENT
d. I HAVE PERSONALLY VIEWED THE REMAINS BTB IDENTIFIED ABOVE. RECOGNITION IS BASED ON
Birthmark and mole, left collarbone below line of amputation
DELTA GREEN
NEED TO KNOW
A Role-Playing Game of Lovecraftian Horror and Conspiracy

WELCOME TO THE APOCALYPSE

Born of the U.S. government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green spent four decades opposing the forces of darkness with honor, but without glory. Stripped of sanction after a disastrous 1969 operation in Cambodia, Delta Green's leaders made a secret pact: to continue their work without authority, without support, and without fear. Delta Green agents slip through the system, manipulating the federal bureaucracy while pushing the darkness back for another day—but often at a shattering personal cost.

In **DELTA GREEN: THE ROLE-PLAYING GAME,** you are one of those agents. You're the one they call when unnatural horrors seep into the world. You fight to keep cosmic evil from claiming human lives and sanity. You conspire to cover it all up so no one else must see what you've seen—or learn the terrible truths you've discovered.

DELTA GREEN: NEED TO KNOW includes everything you need to play *Delta Green*.

- Complete rules for conducting investigations, overcoming crises, fighting for your life, and watching your sanity slip away.
- Complete rules for character creation.
- Six characters, ready to play.
- A Delta Green operation, "Last Things Last," ready for the Handler (the game moderator) to introduce your team to Delta Green tonight.
- A sturdy, four-panel screen loaded with data to help the Handler run a fast-paced, suspenseful game—and sinister wraparound art to keep the players terrified.

And this is only the beginning. Deeper terrors can be found in *Delta Green: The Role-Playing Game* and its sourcebooks, available from Arc Dream Publishing.

Visit www.delta-green.com for Delta Green games, novels, anthologies, short stories, character sheets, ready-to-play operations, and links to connect with Delta Green agents on Facebook, Twitter, Google+, and the infamous Delta Green Mailing List.

ARC DREAM PUBLISHING

DELTA GREEN: NEED TO KNOW
MSRP $24.99
Stock code APU8106 • ISBN 978-1-940410-20-3
Cover art © 2016 by Dennis Detwiller
Cover designed by Simeon Cogswell
Get downloads and more great games at
www.arcdream.com

DELTA GREEN

// Need to Know //

"Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the deep, and decay spreads over the tottering cities of men."
—H.P. Lovecraft

Delta Green: Need to Know is published by Arc Dream Publishing in arrangement with the Delta Green Partnership. The intellectual property known as Delta Green is ™ and © The Delta Green Partnership, which has licensed its use here. Written by Shane Ivey based on rules by Dennis Detwiller, Shane Ivey, and Greg Stolze, © 2016. "Last Things Last" written by Bret Kramer with Shane Ivey, © 2016. Illustrated by Dennis Detwiller, © 2016. Graphic design by Simeon Cogswell. Edited by Lisa Padol. All rights reserved worldwide. Permission granted to copy, print, or otherwise reproduce pages 13, 14, 20–31, and 48 for personal use. *Updated:* 10:40 CST, 11 MAR 2016.
THIS IS A WORK OF FICTION.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Gaming License Version 1.0a, Section 1(e), found on page 2 of this book, and are not Open Game Content: the intellectual property known as Delta Green; all trademarks, proper names, artwork, trade dress; and all text not explicitly identified as Open Game Content. ***Open Game Content:*** Game mechanics on pages 6, 11–18, and 33–39 are Open Gaming Content under the terms of the Open Game License Version 1.0a, Section 1(d), found on page 2 of this book.

For Delta Green books and games, please visit: **www.delta-green.com**

Published by Arc Dream Publishing
12215 Highway 11, Chelsea, AL 35043, USA
www.arcdream.com

ISBN 978-1-940410-20-3

Printed in China

// OPEN GAME LICENSE Version 1.0a //

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v. 1.0, © 2000, Wizards of the Coast, Inc.

Legend, © 2011, Mongoose Publishing.

Unearthed Arcana, © 2004, Wizards of the Coast, Inc.

Delta Green: Agent's Handbook, © 2016, Dennis Detwiller, Christopher Gunning, Shane Ivey, and Greg Stolze.

Delta Green: Need to Know, © 2016, Shane Ivey and Bret Kramer.

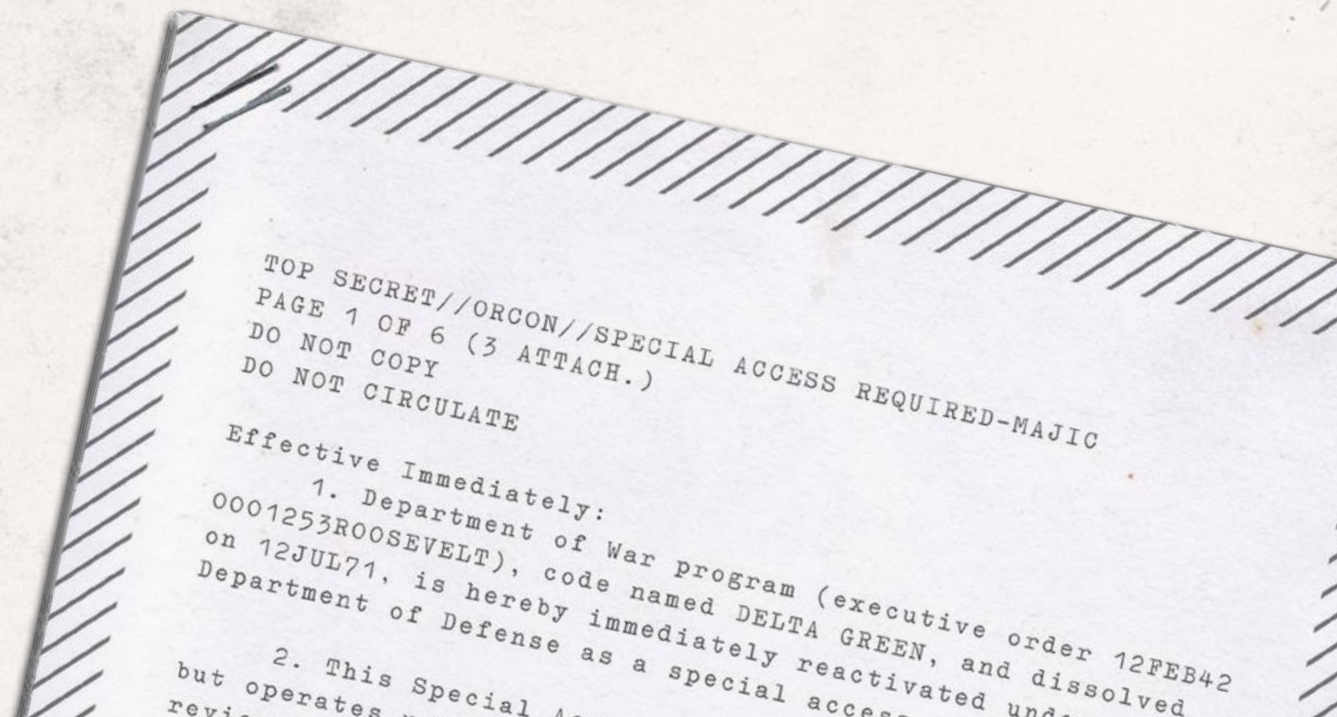
// Contents //

Welcome to Delta Green 4
- What You Need 6
- How to Be a Player 7
- How to Be the Handler 8
- Example of Play 9

What Is an Agent? 10
- The Character Sheet 11
- Blank Character Sheet 13
- Creating an Agent 16
- Sample Characters 19

Game System 32
- Combat 34
- Damage And Death 35
- Sanity 36
- Insanity 37
- Preserving Sanity 38
- Willpower 39
- Bonding With Delta Green 39
- Home 39

Last Things Last 40


TOP SECRET//ORCON//SPECIAL ACCESS REQUIRED-MAJIC
PAGE 1 OF 6 (3 ATTACH.)
DO NOT COPY
DO NOT CIRCULATE

Effective Immediately:

1. Department of War program (executive order 12FEB42 0001253ROOSEVELT), code named DELTA GREEN, and dissolved on 12JUL71, is hereby immediately reactivated under the Department of Defense as a special access program.

2. This Special Access Program (SAP) is not a new program, but operates under the authority of the original executive

// Welcome to Delta Green //

Delta Green is a role-playing game about cosmic terror and deadly conspiracy. It's about men and women making awful choices and doing terrible things to prevent far worse horrors: incursions of unnatural forces that infect and destroy humanity.

Delta Green is a game about fear. About seeing the horrors to come and choosing to stand against them. This book provides everything you need to play. More detailed rules can be found in the core *Delta Green* rulebook and in the *Agent's Handbook,* which is a rulebook that includes only material necessary for players.

A Role-Playing Game

Delta Green is played by a handful of friends around a table or in an Internet conference. One player is the Handler, responsible for presenting and managing the game. The other players take the role of Agents of a secret organization called Delta Green. Agents investigate horrors described by the Handler. As an Agent's player, you describe how your Agent acts and reacts, what your Agent says and does. The Handler describes what happens next. The goal is to become so immersed in your Agent's imagined experiences that the real world drops away and you can feel the chill of unnatural horror.

The Handler

The Handler is the emcee, referee, host, and narrator. If you're the Handler, your job is to present a mystery to the players, some terrible event that their Agents must investigate, a horrific threat that they must thwart, as well as the consequences if they fail. You take the roles of all other characters that Agents encounter. It's also your job to present clues that lead the Agents deeper into the mystery, and to make sure that overlooking an important clue doesn't leave the players stymied.

The Operation

There are many Delta Green operations already written, some freely available online and some available for purchase. There's one, "Last Things Last," at the end of this very book.

The Handler needs to read an operation thoroughly to be ready to run it. Only the Handler should read the operation!

Many Handlers create their own operations from scratch. The *Delta Green* core rulebook includes many suggestions and guidelines to make that easy.

The Result

As the Handler describes unnatural terrors and the players describe their Agents' reactions and investigations, a narrative emerges—a tale of secrets and dread, of deep horror and terrible consequences. That's *Delta Green.*

What You Need

With this book and the Handler's Screen that comes with it, you have everything you need to play *Delta Green*. In this book you'll find rules for creating Agents, six sample Agents, a fully playable version of the core rules, and an operation ready to play. On the Handler's Screen you'll find useful charts and tables to enhance your game.

You also need pencils to record changes to your character sheet, scratch paper to draw sketches and take notes, and dice.

Delta Green uses polyhedral dice common to tabletop role-playing games: four-sided, six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided. The game plays best when you have a few of each on the table. Or you can find automated dice rollers on the Web and as mobile apps. (For iOs users we recommend an app called "Mach Dice" by MachWerx.)

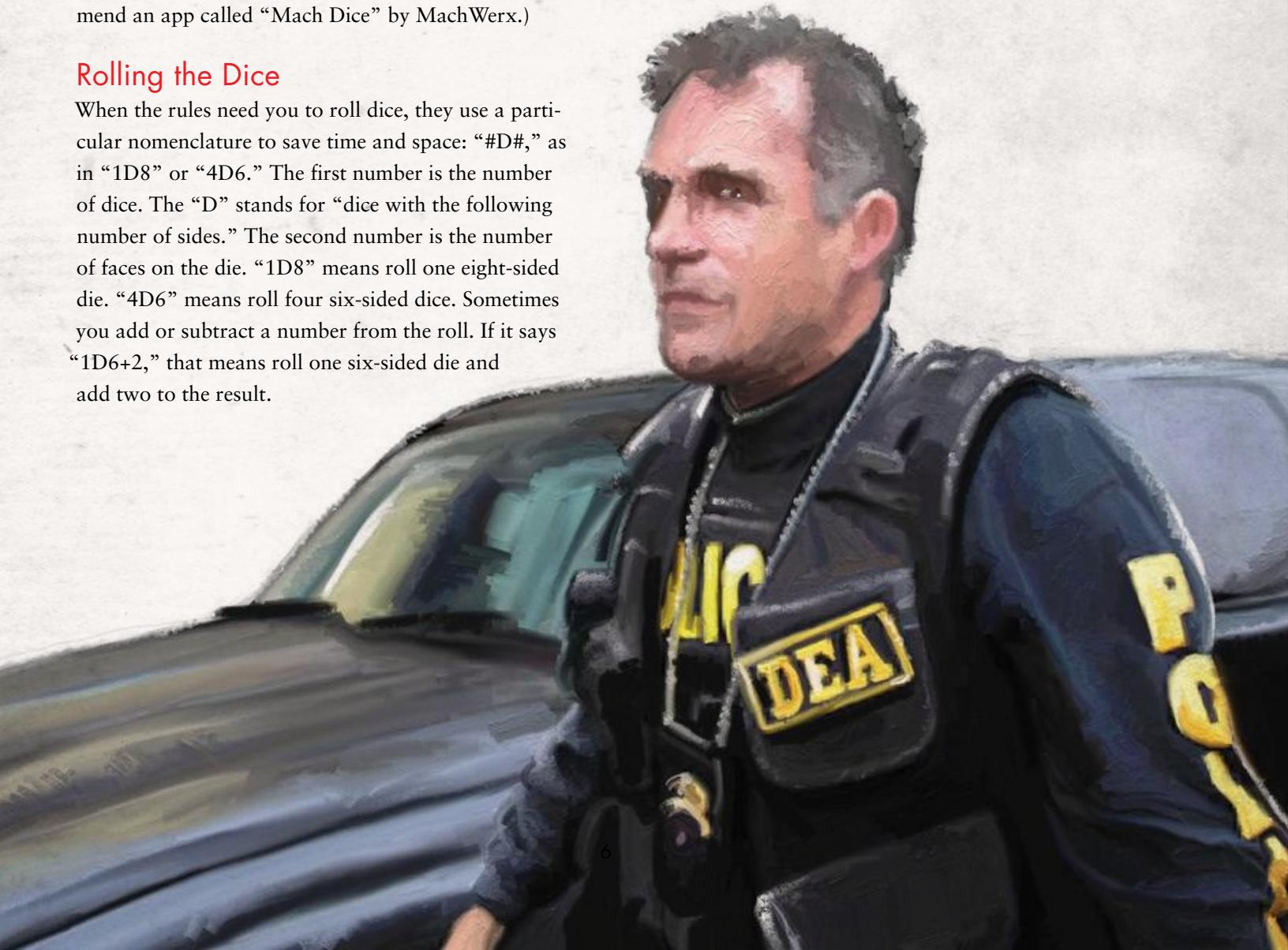
Rolling the Dice

When the rules need you to roll dice, they use a particular nomenclature to save time and space: "#D#," as in "1D8" or "4D6." The first number is the number of dice. The "D" stands for "dice with the following number of sides." The second number is the number of faces on the die. "1D8" means roll one eight-sided die. "4D6" means roll four six-sided dice. Sometimes you add or subtract a number from the roll. If it says "1D6+2," that means roll one six-sided die and add two to the result.

Percentile Dice ("1D100")

Actions in *Delta Green* are resolved using percentile dice. That means you roll 2D10 (two ten-sided dice) to get a number from 1 to 100. Before you roll, designate one die as the tens digit and the other as the ones digit. A zero (0) on the tens die counts as zero except when the ones die is also 0; then the 0 on the tens die counts as 10. For example:

- The tens die comes up "0" and the ones die comes up "3": 03, or 3.
- The tens die comes up "3" and the ones die comes up "0": 30.
- Both dice come up "0": 100.
- The tens die comes up "6" and the ones die comes up "2": 62.



How to Be a Player

A *Delta Green* game begins with the Handler asking the players to introduce their Agents. Describe what your Agent's day-to-day life is like: work, friends, family, the mundane but critical things your Agent is willing to die for. The Handler's next job is to introduce the operation: the events that will lead your Agent to confront unnatural horror.

As a player, you speak in your Agent's voice and work with your friends at the table to make sure it's a game that everyone enjoys.

Describe Your Agent's Actions

First and foremost, listen to the Handler and react to what he or she says. The Handler is your window into your Agent's world. Ask questions. Describe how your Agent reacts. The Handler says what happens next.

Sometimes you want your Agent to do things that may not succeed. This is likely in a crisis or emergency when events spiral out of control. The Handler may ask you to roll dice. Roll well, and achieve what you wanted. Fail, and you don't. Either way, the Handler takes that into account to describe what happens next.

Respond Quickly

Don't let the game bog down while you decide the best way out of a bad situation. Act on your Agent's instincts. Keep the game moving.

Speak for Your Agent

One way to immerse yourself in a game like *Delta Green* is to speak in your Agent's voice. Think like your Agent, take on mannerisms you've invented for your Agent, and imagine the horrors of the game from your Agent's point of view. If things get too intense, take a break. But remember that you and the other players are here for a horror game.

Respect the Mood

Mood is everything! Enjoy the bleak humor that often comes from seeing the trouble that Agents fall into, but don't let your eagerness to get a laugh ruin the suspense and the chill of confronting cosmic terrors.

Work With the Other Players

As a role-playing game, *Delta Green* is social. How you behave at the table affects how everyone enjoys the game. The same social rules apply here as in any conversation.

Don't talk over other players and don't try to keep all the attention. Offer ideas and suggestions, but don't tell people they're doing it wrong.

Avoid arguments. If you disagree with another player's decision or the Handler's interpretation of the rules, let it slide. If you think it's critical, talk to the Handler about it.

Trust the Handler

You're both here for the same reason: a suspenseful, horrifying game of *Delta Green*.

HOW TO BE THE HANDLER

The Handler's job is harder than playing an Agent, but it can be far more rewarding. The best Handler has an active imagination, good judgment, a willingness to improvise, and a keen sense of mood and timing. But even if you've never run a role-playing game before, you can run Delta Green.

MAINTAIN THE MOOD

Delta Green is a horror game, and not just any kind of horror. It's about Lovecraftian cosmic terror. It's about confronting threats beyond human comprehension. It's about the end of humanity and the struggle to keep it at bay just a little longer. The more you evoke that mood at the table, in large ways and small, the more memorable and thrilling the game will be. Constantly look for ways to reinforce a sense of the Agents' isolation and vulnerability in a predatory world.

PRESENT A VIVID WORLD

The players' Agents act in an imagined world that is, in most respects, like our own. If you say they're in a downtown warehouse, the players will already know what you mean. Be sure to fill in details to help bring that world to life. Is the warehouse dusty from disuse? Is it stifling hot from the summer heat, or shakily cold from the winter snow? Is it crowded with pallets and machinery and crates, or is it an empty cavern? Help the players see the world through their Agents' eyes.

PORTRAY INTERESTING CHARACTERS

Present every non-player character ("NPC") as a fully realized human being. Every character has an agenda that the Agents must try to discern. Even if a character is featured for only a few minutes, he or she should feel real and interesting. If a character is dull, take a moment to put yourself in that character's head and figure out how he or she would respond to the game's events and the Agents' actions. This is especially important for characters who are the least sympathetic, such as people who willingly embrace unnatural horrors to get what they want. Not even the most murderous cultist sees himself as a villain. If you can make the players sympathize with their enemies, the terrors of Delta Green become more pronounced.

INTERPRET THE RULES FAIRLY

Sometimes there's disagreement about how a rule should work. When necessary, it's the Handler's job to act as referee. You need to learn the rules, and be willing to make a judgment call in order to keep things moving. Never forget that you and your friends are at the table to have a good time playing a scary game. Make sure you hear what the players have to say. If you overrule someone, be patient and respectful. Earn the players' trust and keep it. But always err on the side of fear.

Example of Play

Amber is playing FBI Special Agent Cornwell. Tabitha is playing Dr. Palmer, an anthropology professor who advises the FBI on unusual cases. Cornwell and Palmer belong to Delta Green.

Cornwell and Palmer are seeking the hide-out of a cult that seems to have ties to unnatural, inhuman forces. They figured out that it was someplace downtown, in a bad part of the city. Then they heard on a police scanner that two cops were going to a derelict, downtown tenement for a complaint of screams and weird noises. The Agents drove there fast and went inside.

HANDLER: "It's all run-down and water-damaged. It stinks of mold. It's very quiet and dark."

TABITHA: "I'm looking for anything strange."

HANDLER: "Things are quiet and under control right now, so you don't need to roll. Your Search skill is at least 40%, right? In the second tenement, you find especially weird graffiti."

TABITHA: "Weird, how? I have Anthropology at 70% and Occult at 80%."

HANDLER: "It's pictorial, almost like a cave painting but with spray-paint. You recognize human figures inside a blocky shape. Maybe a building. They're dancing around a crazy black shape. It's drawn like the artist was having a seizure."

AMBER: "I keep going. We need to find the cops."

HANDLER: "Further in, the air starts to smell worse. Like blood and sewage."

TABITHA: "We should leave."

AMBER: "No! Where are the damn cops?"

HANDLER: "You find them two doors down, in a living room where the floor has caved in. One is on his stomach, covered in blood. You think he's breathing. The other is…everywhere. It's like she exploded. Make a Sanity roll. Lose 1D6 SAN—Sanity Points—if you fail."

AMBER: "Jesus. No kidding. I have 60 SAN and I rolled…48. Success. OK, I yell out, 'Palmer!' "

TABITHA: "I run over. Don't ask me why."

AMBER: "I pull the live one out of there."

HANDLER: "Something erupts from the wreckage."

TABITHA: "I told you we should leave!"

HANDLER: "It's like crumbled plaster, wood chips, viscera and bone all adhering to an invisible shape. It rises up into some indefinable pattern. Make a SAN roll. Lose 1D6 if you succeed or 1D10 if you fail."

AMBER: "I roll…95. Shit. OK, the 1D10 says 8."

HANDLER: "That's enough to go temporarily insane."

AMBER: "I can reduce the SAN loss by projecting onto a Bond,right? I'm doing this for my kids!"

HANDLER: "Sure you are. Roll 1D4. Take that much off your Willpower Points, off the Bond, and off the SAN loss."

AMBER: "I rolled…2. Come on! OK, so I spend 2 WP and take 2 off the Bond with the kids. I guess I'm going to be a worse parent after this. And it reduces the SAN loss to 6."

HANDLER: "That's still enough loss for temporary insanity. You lose control. Palmer, you come around the corner and see all this horror. I'll get to your SAN loss in a minute. You see Cornwell scream and raise up the shotgun to fire. But Cornwell, your Dexterity is 11, right? That's lower than the…thing's…so it goes first. It has a 50% chance to hit and rolls…12."

AMBER: "Can I Dodge?"

HANDLER: "You're insane, remember? Sorry, you're trying to shoot. Its damage roll is…ouch. 17."

AMBER: "What?!"

HANDLER: "Yeah."

AMBER: "OK, I can take off 3 for my body armor. That's still 14 damage. I only have 12 Hit Points."

HANDLER: "Yeah. Palmer, you see the weird shape slam into Cornwell like a snake striking. That cuts off her screams instantly. She just falls apart. There's blood everywhere. Some of her adheres to the other gore and debris around the shape. The rest of her spatters all over you and the room. The shape takes on some new, inscrutable configuration for an instant. Then it turns toward you. Roll SAN."

TABITHA: "Uh. Yeah. I roll 20. Success."

HANDLER: "OK. I'll roll for how much you lose. Only 4! Lucky you. What do you do?"

// What Is an Agent? //

RESTRICTED

Delta Green revolves around Agents. The rules define Agents in great detail to help the players bring them to life.

The Character Sheet

Take a look at the character sheet on pages 13 and 14. All the ingredients of an Agent are there.

Name

What's your Agent's name? *Delta Green* games are most effective when they feel grounded in the real world, so make the name sound real. Avoid clichés and silliness.

Profession

This is your biggest decision. Profession determines your Agent's skills, role in an operation, and sometimes the resources your Agent can bring to bear by requisitioning equipment. A handful of core professions are most frequently seen among Agents: Anthropologist or Historian, Computer Scientist or Engineer, Federal Agent, Physician, Scientist, and Special Operator. Many other professions are described in the *Delta Green* core rulebook and the *Agent's Handbook*.

Employer

Which agency or company does your Agent work for? Include your Agent's job title or rank if appropriate.

Nationality

The Delta Green organization exists within the U.S. government, so most most Agents are American. But if your game is set in another country, your Agents could be local, unofficial "friendlies" who conduct Delta Green operations with the guidance of a Delta Green control officer—someone from the CIA or the military—played by the Handler.

Sex and Age

Delta Green mostly recruits Agents in their thirties, old enough to be established in challenging careers. Most Agents stay in the group until retirement age if they live that long. If your Agent is younger, what special skills or circumstances brought him or her into the group? If older, what causes your Agent to stay?

Education and Occupational History

Most Agents are in professions that require higher education, a bachelor's degree or a graduate degree. Describe an education that fits your Agent's skills.

Statistics

Six statistics (stats) define what your Agent is good or bad at in very broad terms: Strength (STR), Constitution (CON), Dexterity (DEX), Intelligence (INT), Power (POW), and Charisma (CHA). They indicate overall qualities, not specific training. Each has a score from 3 to 18. Most human adults have 10 or 11 in each. Stats lower than 6 or higher than 15 are rare.

Each stat has space for its "×5" rating. Multiply the stat by 5 and fill in that number. That's the percent chance that your Agent can use the stat successfully in a crisis.

Each stat has a space for "Distinguishing Features." If the stat is below 9 or above 12, it stands out in some way. Write an adjective or a short description to illustrate it. If INT is 15 you might write "Very clever," for example.

Derived Attributes

Derived Attributes are point values that change. Hit Points (HP) indicate physical health. Willpower Points (WP) indicate mental fortitude and drive. Sanity Points (SAN) indicate a connection with humanity and reality as most people perceive it. The Breaking Point is the exact point of SAN at which your Agent has been worn down enough by trauma to develop a new, long-term mental disorder. If SAN reaches that point or below, subtract your Agent's POW from the new SAN. That's your Agent's new Breaking Point.

Bonds

A Bond represents the most important human relationships in your Agent's life. It's either a specific person (spouse; son or daughter; best friend) or a group of people who are tightly enough bound that your relationship with one affects your relationships with the others (the platoon from the war; spouse and kids; support group).

Each Bond has a score that begins equal to your Agent's Charisma stat. When a Bond's score falls, that relationship suffers. Demanding professions allow fewer Bonds.

Motivations and Mental Disorders

Your Agent starts with five motivations: personal beliefs, drives, or obsessions. Motivations aren't as powerful as Bonds, so they don't have scores. Bring them up in play to show what motivates and supports your Agent and makes life worth living.

Each time SAN hits the Breaking Point, replace a motivation with your Agent's new mental disorder.

Incidents of SAN Loss Without Going Insane

There are three check-boxes each for Violence and Helplessness. They track how close your Agent is to becoming psychologically adapted to that kind of trauma. If your Agent loses 1 or more SAN due to Violence or Helplessness but doesn't go insane, mark the appropriate check-box. If your Agent goes insane due to that type of trauma, erase all the marks. See ADAPTING TO SANITY LOSS on page 38 for details.

Skills

A skill is a body of specialized knowledge that takes months or years to learn and decades to master. Each skill has a percentile rating, from zero to 99. That's your Agent's percent chance of using the skill in a crisis.

The skills are defined in detail in the *Delta Green* core rulebook and the *Agent's Handbook*. They're self-explanatory with a few exceptions:

- **Craft** is the mastery of some difficult trade such as electronics, carpentry, or plumbing.
- **HUMINT** is human intelligence, the study and deciphering of behavior and motivations.
- **SIGINT** is the skill of encryption, decryption, and signals intelligence.
- The **Unnatural** skill indicates knowledge of Things Man Was Not Meant to Know, the most awful secrets of reality.

What Skill Ratings Represent

Every skill has a base value in parentheses, like "Athletics (30%)". Every Delta Green Agent starts with at least that much of the skill. Having a skill above the base value reflects unusual training and experience.

Skill Rating	Amount of Training
1%–19%	Dabbler (assuming the skill started at 0%)
20%–29%	Hobbyist
30%–39%	Basic training or a college minor
40%–59%	Years of experience or a college major
60%–79%	Decades of experience or a grad degree
80%–99%	A lifetime's mastery

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
3. EMPLOYER	4. NATIONALITY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____		

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)			
Constitution (CON)			
Dexterity (DEX)			
Intelligence (INT)			
Power (POW)			
Charisma (CHA)			

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)		
Willpower Points (WP)		
Sanity Points (SAN)		
Breaking Point (BP)		

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)		☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)		☐ Stealth (10%)	
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)		☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)		☐	
☐ Demolitions (0%)		☐ Persuade (20%)		☐	
☐ Disguise (10%)		☐ Pharmacy (0%)		☐	
☐ Dodge (30%)		☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)		☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

RESTRICTED
THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a)							
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

Wounds and Ailments

If your Agent is hurt, make a note here. Describe the repercussions as you play. Give enough details to make it interesting.

Armor and Gear

The Handler may assume that your Agent has whatever gear is typical for the Agent's profession. Write specific items here. If your Agent wears armor, write down its Armor Points value from the *Delta Green* core rulebook or the *Agent's Handbook*.

Weapons

"Skill %" is your Agent's skill with that kind of weapon. Copy it from the front of the sheet: Firearms, Heavy Weapons, Melee Weapons, Unarmed Combat, or whatever applies.

Get the other entries from the *Delta Green* core rulebook or the *Agent's Handbook*. "Base Range" is the distance at which your Agent can use it without a penalty that reduces your Agent's skill. "Damage" is the amount it reduces the target's Hit Points. "Armor Piercing" is the amount it reduces the target's Armor Points. "Lethality" is the chance for a heavy weapon to kill a target outright. "Kill Radius" is how far Lethality reaches.

Personal Details and Notes

Don't overlook the intangibles that make an Agent memorable. What's something admirable about your Agent? What's something that people often dislike about your Agent? What brought your Agent to Delta Green? Why does Delta Green trust your Agent? Why does your Agent help Delta Green despite the terrible risks?

Developments Which Affect Home and Family

If your Agent gets in trouble at work, suffers a reduction in a Bond, gains a new disorder, suffers a permanent injury, or undergoes any other major change, make a note of it here. Explore the details and ramifications between operations.

Special Training

Some bodies of knowledge are not common to every Agent but don't require the extensive commitment of skills. Your Agent might know how to use lockpicks without years of training in Craft (Locksmith), for example.

Each kind of special training is based on an existing stat or skill: DEX for lockpicking, Swim for SCUBA gear, Athletics for parachuting or for throwing hand grenades, and so on.

If the Handler says your Agent has a particular kind of special training, write it in one of the spaces along with whatever skill or stat applies.

Creating an Agent

A new *Delta Green* Agent takes only a few minutes to create.

Choose a Profession

What kind of character do you want to play? If you're most interested in exploring strange cultures and ancient history, play an Anthropologist or Historian. If you're most interested in criminal investigations and uncovering cults and conspiracies, play a Federal Agent. If you love tech, play a Computer Scientist or Engineer. If you like the gory details of what the unnatural does to human anatomy, play a Physician. If you're interested in figuring out weird manifestations, play a Scientist. If you want to play a soldier with extensive training for the War on Terror, play a Special Operator. Think up the details as you go. Does your Federal Agent work for the FBI, the DEA, the U.S. Marshals, or some other agency? Is your Scientist a university professor or an EPA specialist? Is your Physician a surgeon, a pathologist, or something else? Ask the Handler whether any particular professions are appropriate.

Choose Statistics

Create your Agent's stats to suit the profession. If you're playing a Physician, you probably want a high INT; a Special Operator needs a high CON. (Of course, you could make the CON low and say an injury forced your Agent to retire.) Federal Agents need to be well-rounded. Pick one of the following sets of numbers and assign each score to one stat.

Stat 1	Stat 2	Stat 3	Stat 4	Stat 5	Stat 6
13	13	12	12	11	11
15	14	12	11	10	10
17	14	13	10	10	8

Calculate Derived Attributes

The derived attributes are based on stats, so they're easy to figure out.

- **Hit Points (HP):** The average of STR and CON (round up).
- **Willpower Points (WP):** Equal to POW.
- **Sanity Points (SAN):** Equal to POW × 5.
- **Breaking Point:** Equal to SAN minus POW.

Example: An Agent with STR 12, CON 13, and POW 14 would have 13 HP, 14 WP, 70 SAN, and a Breaking Point of 56.

Name Bonds

Profession determines how many Bonds your Agent gets. Describe each Bond. At this early stage, Bonds don't need many details, but each should have a name and specify the relationship: "Ex-husband, Taylor" or "Special Agent Waite, frequent FBI partner." Each Bond starts with a score equal to your Agent's CHA. If your Agent's CHA goes down, each Bond drops the same amount.

Number of Bonds

- » Anthropologist or Historian: 4
- » Computer Scientist or Engineer: 3
- » Federal Agent: 3
- » Physician: 3
- » Scientist: 4
- » Special Operator: 2

Bond Examples

- » Spouse or ex-spouse
- » Son or daughter
- » Favored parent or grandparent
- » Best friend
- » Long-time coworker or partner
- » Psychologist or therapist
- » Spouse and children
- » Parents
- » Siblings
- » Colleagues in an intense, difficult job or calling
- » Church or support group
- » Fellow survivors of a shared trauma

Define Motivations

Other than Bonds, what makes your Agent tick? Intellectual curiosity? The love of a devoted pet? A passionate hobby? Something else? Write down motivations as your Agent's personality emerges during the game. An Agent can have up to five. Each time your Agent hits the Breaking Point, remove a motivation as a symptom of the trauma.

Determine Professional Skills

Each profession comes with a set of skills. Write down their values on the character sheet. These scores replace the base ratings.

Anthropologist or Historian

- » Anthropology 50% or Archaeology 50%
- » Bureaucracy 40%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose another) 30%
- » History 60%
- » Occult 40%
- » Persuade 40%

Choose any two of these that you don't already have:

- » Anthropology 40%
- » Archeology 40%
- » HUMINT 50%
- » Navigate 50%
- » Ride 50%
- » Search 60%
- » Survival 50%

Computer Scientist or Engineer

- » Computer Science 60%
- » Craft (Electrician) 30%
- » Craft (Mechanic) 30%
- » Craft (Microelectronics) 40%
- » Science (Mathematics) 40%
- » SIGINT 40%

Choose any four of these that you don't already have:

- » Accounting 50%
- » Bureaucracy 50%
- » Craft (choose one) 40%
- » Foreign Language (choose one) 40%
- » Heavy Machinery 50%
- » Law 40%
- » Science (choose one) 40%

Federal Agent

- » Alertness 50%
- » Bureaucracy 40%
- » Criminology 50%
- » Drive 50%
- » Firearms 50%
- » Forensics 30%
- » HUMINT 60%
- » Law 30%
- » Persuade 50%
- » Search 50%
- » Unarmed Combat 60%

Choose any one of these:

- » Accounting 60%
- » Computer Science 50%
- » Foreign Language (choose one) 50%
- » Heavy Weapons 50%
- » Pharmacy 50%

Physician

- » Bureaucracy 50%
- » First Aid 60%
- » Medicine 60%
- » Persuade 40%
- » Pharmacy 50%
- » Science (Biology) 60%
- » Search 40%

Choose any two of these that you don't already have:

- » Forensics 50%
- » Psychotherapy 60%
- » Science (choose one) 50%
- » Surgery 50%

Scientist

- » Bureaucracy 40%
- » Computer Science 40%
- » Science (choose one) 60%
- » Science (choose another) 50%
- » Science (choose another) 50%

Choose any three of these:

- » Accounting 50%
- » Craft (choose one) 40%
- » Foreign Language (choose one) 40%
- » Forensics 40%
- » Law 40%
- » Pharmacy 40%

Special Operator

- » Alertness 60%
- » Athletics 60%
- » Demolitions 40%
- » Firearms 60%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

Choose Bonus Skills

Pick any eight skills and add 20% to each of them. You can increase a skill more than once but none can be higher than 80% to start. Put excess points on another skill.

What Brought You to Delta Green?

If your Agent is new to Delta Green, you're done. If your Agent is a veteran, pick a traumatic background from the table on page 19 and modify your Agent's stats, skills, and SAN accordingly. Work with the Handler to determine the details of what happened and how it brought your Agent to Delta Green.

Sample Characters

Six sample Agents follow, ready to play. All can be customized.

Special Agent Cornwell

An FBI agent who's expert at reading and manipulating people. *Bonus skills:* Criminology, Dodge, HUMINT, Law, Melee Weapons, Occult, Persuade, Psychotherapy. *Traumatic background:* hard experience, with bonuses to Alertness, Drive, Forensics, and Occult.

Dr. Kamaroff

A brilliant FBI forensic pathologist. *Bonus skills:* Firearms, First Aid, Foreign Language (Latin, twice), Forensics, Law, Medicine, Occult. *Traumatic background:* hard experience, with bonuses to First Aid, Forensics, Medicine, and Occult.

Kurtz

A computer scientist with dangerous interests. *Bonus skills:* Computer Science, Craft (Microelectronics), Dodge, Occult, Science (Mathematics), SIGINT, Stealth (twice), Unarmed Combat. *Traumatic background:* captivity or imprisonment.

McMurtry

A retired special operator with extensive combat experience (probably from a force like the U.S. Army Rangers), now working as a security contractor. *Bonus skills:* Dodge (twice), First Aid, Foreign Language (Arabic), Foreign Language (Pashto), Foreign Language (Urdu), Persuade, Stealth. *Traumatic background:* extreme violence.

Dr. Palmer

An anthropology professor and amateur photographer with deep experience in the occult. *Bonus skills:* Anthropology, Art (Photography, twice), Dodge, History, HUMINT, Occult, Search. *Traumatic background:* Things Man Was Not Meant to Know.

Dr. Schell

An astrophysicist scarred by exposure to unnatural forces. *Bonus skills:* Craft (Lens-Making), Navigate (twice), Occult (twice), Science (Astronomy), SIGINT (twice). *Traumatic background:* Things Man Was Not Meant to Know.

TOP SECRET

>> What Brought Your Agent to Delta Green (Choose One)

Traumatic Background	Occult Skill	SAN Penalty	Notes
Extreme Violence	+10%	–5 SAN	–3 CHA. Losing 3 CHA means –3 from each Bond. You are Adapted to Violence.
Captivity or Imprisonment	+10%	–5 SAN	–3 POW (this does not affect SAN). You are Adapted to Helplessness.
Hard Experience	+10%	–5 SAN	+10% to any four skills (except Unnatural). Remove one Bond.
Things Man Was Not Meant to Know	+20%	Reduce SAN by POW	+10% Unnatural skill. Reset Breaking Point to new SAN minus POW. Gain a disorder caused by the Unnatural.

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
Cornwell	Special Agent
3. EMPLOYER	**4. NATIONALITY**
FBI	U.S.

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____	39	Law degree; master's degree in behavioral psychology, FBI training

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55%	
Constitution (CON)	12	60%	
Dexterity (DEX)	11	55%	
Intelligence (INT)	13	65%	
Power (POW)	13	65%	
Charisma (CHA)	12	60%	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	99	60
Breaking Point (BP)		52

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Current (third) spouse	12
First spouse and 2 kids	12

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Figuring people out
Motivation: Protecting the American people
Motivation: Following the law whenever possible
Motivation: Rooting out dangerous conspiracies
Motivation: New romance

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)	60%	☐ Forensics (0%)	40%	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50%	☐ Search (20%)	50%
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)	80%	☐ Stealth (10%)	
☐ Artillery (0%)		☐ Law (0%)	50%	☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)	40%	☐ Melee Weapons (30%)	50%	☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60%
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)	70%	☐ Occult (10%)	40%	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70%	☐	
☐ Disguise (10%)		☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50%	☐ Pilot (0%):		☐	
☐ Drive (20%)	60%			☐	
☐ Firearms (20%)	50%	☐ Psychotherapy (10%)	30%	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Kevlar vest (3 armor points) worn under clothes (can be noticed with an Alertness test). FBI badge and identification card, medium pistol (9mm) in a belt holster, two spare magazines in a belt pouch, tactical flashlight (useful out to 50 meters), handcuffs in a belt pouch, encrypted smartphone, windbreaker jacket with "FBI" on the back, police-band radio (worn on belt) with earpiece and throat microphone, small evidence kit. A light pistol (snub-nose .38 revolver) in an ankle or small-of-the-back holster for backup. A couple of boxes of spare 9mm and .38 ammunition (50 bullets each).

You can take the pistols on a civilian airplane if you make arrangements ahead of time using your FBI identification.

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4−1				
(b) 9mm pistol	50%	15 m	1D10				15
(c) .38 revolver	50%	10 m	1D8				6
(d) Pistol butt	50%		1D4				
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Choose your gender, name, and details of your Bonds.

Despite years of psych training, the research and clinical work left you cold. It wasn't the kind of problem-solving you craved. Then you befriended a neighbor who was an FBI agent and everything clicked. But you took your time. You wanted to be ready for the fast track. So you went to law school and then applied. They accepted you right away.

You're one of the Bureau's best interrogators. Nobody reads people like you do, or is so good at convincing witnesses and suspects to cooperate, or is as good at unraveling conspiracies and black markets.

A couple of years ago you spent extensive time undercover investigating a dangerous militia group. It was a hard experience, and it exposed you to something unnatural, something terrible and supernatural. When it was over your second marriage was ruined, your SAN was down, and you knew more about the Occult and a lot more about heavy weapons. You and the Handler should decide the details.

When it was over, a few fellow agents asked you to join them in a secret task force. Ostensibly counterterrorism, it is actually dedicated to stopping unnatural incursions and saving others from exposure to them. What did it cost you to agree to sign up?

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED
Lockpicks	DEX

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
Kamaroff	Physician (FBI forensic pathologist)
3. EMPLOYER	**4. NATIONALITY**
FBI	U.S.

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____	46	Medical degree with pathology certifications

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50%	
Constitution (CON)	10	50%	
Dexterity (DEX)	13	65%	
Intelligence (INT)	17	85%	Endlessly smart
Power (POW)	14	70%	Resilient
Charisma (CHA)	8	40%	Caustic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	99	65
Breaking Point (BP)		56

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Church or support group	8
Sons	8

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Identifying an obscure cause of harm
Motivation: Stopping harm at the source
Motivation: Success despite others' incompetence
Motivation: Making the world safer for your sons
Motivation: Healing others

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)	90%	☐ Ride (10%)	
☐ Alertness (20%)		☐ Forensics (0%)	80%	☐ Science (0%): Biology	60%
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40%
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)		☐ Stealth (10%)	
☐ Artillery (0%)		☐ Law (0%)	20%	☐ Surgery (0%)	50%
☐ Athletics (30%)		☐ Medicine (0%)	90%	☐ Survival (10%)	
☐ Bureaucracy (10%)	50%	☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)	40%	☐ Language: Latin	40%
☐ Demolitions (0%)		☐ Persuade (20%)	40%	☐	
☐ Disguise (10%)		☐ Pharmacy (0%)	50%	☐	
☐ Dodge (30%)		☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)	40%	☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4−1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Choose your gender, name, and details of your Bonds.

After medical school you spent a few years in internal medicine. You earned great money and made great contacts, but the challenge wasn't enough. You wanted something unique. You found it in the FBI. As a forensic pathologist you study bodies and the things that kill them, and you're among the best. If you decide you want a promotion, all that will stop you is politics.

An especially hard case led you to Delta Green. Over the course of a long investigation you were exposed to terrible things, unnatural things. By the time it was over, so was your marriage (always rocky anyway). You and the Handler should decide the details.

A couple of the agents in that case (perhaps fellow Agents now) talked to you afterward. They wanted you for a secret task force, ostensibly counterterrorism but really dedicated to stopping unnatural incursions and saving others from exposure to them. They didn't sugarcoat the lethal danger involved. Why did you agree to participate?

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
Kurtz	Computer Scientist
3. EMPLOYER	4. NATIONALITY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____	35	Three or four computer-related master's degrees

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50%	
Constitution (CON)	8	40%	Asthmatic
Dexterity (DEX)	14	70%	Quick reflexes
Intelligence (INT)	17	85%	Brilliant
Power (POW)	10	50%	
Charisma (CHA)	10	50%	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	99	60
Breaking Point (BP)		52

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Brother and sister	10
Daughter	10
Fellow survivors of extended captivity	10

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Solving puzzles
Motivation: Making broken things work
Motivation: Kung fu
Motivation: The weird beauties of mathematics
Motivation: Protecting people who are less gifted

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☒ ☒ ☒ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)		☐ Forensics (0%)		☐ Science (0%): Mathematics	60%
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50%		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	60%
		☐ HUMINT (10%)		☐ Stealth (10%)	50%
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)		☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)	80%	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60%
☐ Craft (0%): Microelectronics	60%			Unnatural (0%)	
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)	40%	☐ Craft: Mechanic	30%
☐ Demolitions (0%)		☐ Persuade (20%)		☐ Craft: Electrician	30%
☐ Disguise (10%)		☐ Pharmacy (0%)		☐ Science: Chemistry	40%
☐ Dodge (30%)	50%	☐ Pilot (0%):		☐ Science: Physics	40%
☐ Drive (20%)				☐ Language:	40%
☐ Firearms (20%)		☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4−1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Choose your gender, name, and details of your Bonds.

You're smart enough to know you're not the best programmer in the world, but you're far better than most. To some of your laser-focused peers you're a dilettante, always dabbling in other technologies, in love with higher mathematics and the martial arts, always getting a new advanced degree in something or other. It was a good life for a while.

You came to Delta Green after an encounter with the unnatural that subjected you to extended captivity. You and the Handler should decide the details. The experience left you adapted to helplessness. That means you always succeed at SAN tests triggered by helplessness. But it broke you a little inside, reducing your Power by 3.

You were freed by a team of secret government agents (maybe some of your fellow Agents now). From time to time they ask for your help in their mission to stop unnatural incursions and save others from being exposed. When they do, you agree to help. Why?

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
McMurtry	Special Operator (security contractor)
3. EMPLOYER	4. NATIONALITY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____	44	High school, military training

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65%	Strong
Constitution (CON)	13	60%	Athletic
Dexterity (DEX)	12	60%	
Intelligence (INT)	11	55%	
Power (POW)	12	60%	
Charisma (CHA)	8	40%	Cold-eyed

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	99	55
Breaking Point (BP)		48

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Psychiatrist	8
Younger brother	8

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Getting back to your dog in one piece
Motivation: Protecting your friends
Motivation: Quiet professionalism
Motivation: Destroying threats to your people
Motivation: One-night stands

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☒☒☒ *adapted* Helplessness ☐☐☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)	30%	☐ Ride (10%)	
☐ Alertness (20%)	60%	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)		☐ Stealth (10%)	70%
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60%	☐ Medicine (0%)		☐ Survival (10%)	50%
☐ Bureaucracy (10%)		☐ Melee Weapons (30%)	50%	☐ Swim (20%)	50%
☐ Computer Science (0%)		☐ Military Science (0%): Land	60%	☐ Unarmed Combat (40%)	60%
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50%	Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)	20%	☐ Language: Arabic	20%
☐ Demolitions (0%)	40%	☐ Persuade (20%)	40%	☐ Language: Pashto	20%
☐ Disguise (10%)		☐ Pharmacy (0%)		☐ Language: Urdu	20%
☐ Dodge (30%)	70%	☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)	60%	☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Kevlar vest (3 armor points) worn under clothes (can be noticed with an Alertness test). .357 magnum revolver with three speed-loaders. (Remember: Taking the Aim action for a turn adds +20% to hit.) Combat and survival knife. Unlicensed and illegal MP5SD fully automatic submachine gun with built-in suppressor and four extra magazines in a lead-lined aluminum case. Unlicensed and illegal military-grade night-vision goggles. First-responder medical bag (adds +20% to four First Aid rolls). Basic camping gear (adds +20% to Survival for three days). Handheld GPS.

None of the weapons can be legally taken on a civilian airplane.

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Combat knife	50%		1D6+1	3			
(c) .357 revolver	60%	20 m	1D12				6
(d) MP5SSD	60%	50 m	1D10				30
(e) (5-round burst)	60%	50 m			10%	1 m	30
(f) (10-round burst)	60%	50 m			10%	2 m	30
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Choose your gender, name, and details of your Bonds.

You retired from the military after years of covertly pursuing and killing terrorists. A violent encounter with the unnatural brought you to Delta Green. The experience increased your Occult skill but reduced your SAN. When it was over you were glad to retire. You and the Handler decide the details.

You always succeed at SAN rolls triggered by inflicting or suffering violence, but adapting to that kind of trauma deadened your personality and reduced your Charisma.

Recently, three high-ranking U.S. officers called you into a private meeting and inducted you into another program. Ostensibly part of the War on Terror, it's dedicated to stopping unnatural incursions and saving people from exposure to them. The dangers are lethal. Why did you agree to keep fighting?

(Note that many countries' armies do not officially allow women to serve in combat branches, particularly in special forces. If you play a woman, work with the Handler to determine nationality, history, and rank.)

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED
SCUBA gear	Swim
Parachuting	DEX
Black markets for weapons	CHA

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
Palmer	Anthropologist
3. EMPLOYER	4. NATIONALITY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____	40	Doctorate in cultural anthropology

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50%	
Constitution (CON)	11	55%	
Dexterity (DEX)	10	50%	
Intelligence (INT)	14	70%	Quick, perceptive
Power (POW)	12	60%	
Charisma (CHA)	15	55%	Very "present"

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	89	48
Breaking Point (BP)		36

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Best Friend	15
Favorite Grandparent	15
Psychotherapist	15
Fellow survivors of a shared trauma	15

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Finishing the next Ph.D.
Motivation: Finding where weird and fact meet
Motivation: Uncovering things no one has found
Motivation: Proving my courage in a crisis
Sleep Disorder (must roll SAN to get to sleep)

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐☐☐ *adapted* Helplessness ☐☐☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)		☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70%	☐ Heavy Machinery (10%)			
☐ Archeology (0%)	40%	☐ Heavy Weapons (0%)		☐ Search (20%)	40%
☐ Art (0%): Photography	40%	☐ History (10%)	80%	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30%	☐ Stealth (10%)	
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)	40%	☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	
☐ Craft (0%):				Unnatural (0%)	10%
		☐ Navigate (10%)	50%	Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)	80%	☐ Language:	50%
☐ Demolitions (0%)		☐ Persuade (20%)	40%	☐ Language:	30%
☐ Disguise (10%)		☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50%	☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)		☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4−1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Choose your gender, name, and details of your Bonds.

You've forged a solid career in anthropology, the field you love most. Choose foreign languages to reflect your specialty.

You came to Delta Green after learning Things Man Was Not Meant to Know. The experience increased your Occult skill and gave you a little knowledge of the Unnatural, the inhuman supernatural truths of the universe. It also cost you a great deal of SAN and left you with a lingering sleep disorder: You must make a SAN roll to get a good night's sleep even at the best of times.

You helped a small team of other investigators (perhaps they are your fellow Agents now), agents of a secret task force dedicated to stopping unnatural threats and saving others from exposure to them. Afterward they asked you to help them again. You and the Handler should determine the details—and why you agreed to come back.

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
Schell	Scientist (astrophysicist)
3. EMPLOYER	4. NATIONALITY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____	39	Doctorate in astrophysics

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50%	
Constitution (CON)	11	55%	
Dexterity (DEX)	14	70%	Nimble fingers
Intelligence (INT)	15	75%	Focused
Power (POW)	12	60%	
Charisma (CHA)	10	50%	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	89	48
Breaking Point (BP)		36

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Spouse	10
Parents	10
Ex-spouse	10
Fellow survivor of a shared trauma	10

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Discovery
Motivation: Learning about extraterrestrial life
Motivation: Guarding against the fragility of life
Motivation: Crafting the perfect telescope
Amnesia (see back of sheet)

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50%	☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)		☐ Forensics (0%)		☐ Science (0%): Astronomy	80%
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	40%
		☐ HUMINT (10%)		☐ Stealth (10%)	
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)	40%	☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)	40%	☐ Military Science (0%):		☐ Unarmed Combat (40%)	
☐ Craft (0%): Glass-smithing & lens-making	60%			Unnatural (0%)	10%
		☐ Navigate (10%)	50%	Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)	70%	☐ Science: Chemistry	50%
☐ Demolitions (0%)		☐ Persuade (20%)		☐ Science: Physics	50%
☐ Disguise (10%)		☐ Pharmacy (0%)		☐ Language:	40%
☐ Dodge (30%)		☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)		☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

RESTRICTED
THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4−1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Choose your gender, name, and details of your Bonds.

You were a well-regarded young astronomer on the way to great things when It happened.

To this day you can't remember the details. You don't much want to. It cost you a large amount of SAN and left you shaken and scarred. In fact, any time you lose 1 SAN or more, you must make a Sanity roll to resist blanking out and forgetting what caused the loss.

But sometimes you have flashes of insight, things you didn't know you knew. Whatever happened, it boosted your Occult skill and gave you a little knowledge of the Unnatural, the terrible inhuman truths of the universe.

And since then you've been in contact with a few secret government agents who were there (perhaps some of your fellow Agents now), who saved your life and are grateful to you for saving theirs. From time to time they ask you to help them uncover and stop unnatural incursions and save others from exposure to them. Why do you say yes?

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

// Game System //

THE RULES FOR *DELTA GREEN* ARE SIMPLE. The Handler describes the situation; you say what your Agent is doing about it; the Handler decides whether you succeed, as well as what happens next. The core rules of the game revolve around that last step. Do you succeed or not?

Does It Require a Skill or a Stat?

If the Handler thinks anyone could pull it off, it doesn't require a skill or a stat, just effort.

A SKILL: If your Agent is trying to do something that only someone with a great deal of training could achieve, that requires a skill. The Handler decides which skills apply.

A STAT: If anyone might be able to do it without training, that may require not a skill but instead a certain score in a stat: Strength if it needs physical power, Intelligence if it needs clear reasoning, Power if it requires inner fortitude, and so on.

Does It Require a Roll?

If the situation is calm and your Agent has time to think, ask questions, plan, and prepare, the randomness of a die-roll probably isn't appropriate. The Handler decides how much of the skill or stat you need—see **WHAT SKILL RATINGS REPRESENT** on page 12. If your Agent doesn't have enough, the Handler may tell you that someone with deeper expertise or talent could figure it out.

If it's a crisis and things are rapidly spinning out of control, roll the dice.

If You Must Roll the Dice

Roll percentile dice to get a result from 01 to 100. If you roll your skill or lower (or your stat × 5 or lower), your Agent succeeds. If not, your Agent suffers the consequences.

If you roll a success and the dice match each other, or if you roll 01, that's a critical success. Your Agent succeeds as perfectly as possible.

If you roll a failure and the dice match each other, or if you roll 00 (meaning 100), that's a critical failure, also called a fumble. The action fails and your Agent suffers some other detriment, too.

Opposed Rolls

What if two characters are using skills in direct opposition to each other? Maybe you want to oppose an enemy's attack roll with your Agent's Dodge skill, or you want to defeat someone's Alertness with your Agent's Stealth skill. Both sides roll, as usual. A critical success beats a success; otherwise the highest succeeding die-roll wins. If both fail, the result is up to the Handler. Maybe they keep trying, or maybe circumstances change and the contest ends inconclusively.

Pursuit

When one character (or something worse) wants to catch another, that's one or more opposed tests: Driving vs. Driving, Athletics vs. Athletics, Swim vs. Swim, whatever makes sense. One opposed test makes for a short chase.

In a more substantial pursuit, one side needs two successes. Wins cancel each other out. If the quarry wins, that lengthens the lead. The pursuer needs to win once to reduce the lead and again to gain ground.

A chase should require three successes to win only if it's exceptionally long and drawn-out. In a pursuit, a critical success counts as two "successes" and a critical failure counts as two failures.

The Luck Roll

Sometimes the Handler calls for a Luck roll. If you have to make a Luck roll, it doesn't depend on skill, talent, or willpower. Just roll percentile dice. You have a 50% chance of success.

Bonuses and Penalties

In most cases, roll your Agent's basic skill or stat rating. If the Handler thinks circumstances are exceptionally dire, modify the chance by –20% (subtract 20 from the rating). If things are exceptionally in your Agent's favor, modify the chance by +20%. In rare, truly extraordinary cases the bonus or penalty may be +40% or –40%.

Combat

Combat can take your Agent out of the game quickly and permanently. Don't engage in it lightly.

One Action per Turn

Combat is resolved in turns. Each typically lasts a few seconds, but a given turn might represent a split second of violence.

Each character acts once in a turn. The character with the highest DEX goes first. Then the next-highest DEX, then the next, and so on until all have acted.

When it's your turn, choose one action:

» **Aim:** Add +20% to your next attack roll.
» **Attack:** Inflict damage. One attack and damage roll usually represents a series of blows or two or three shots with a gun. In hand-to-hand combat, attacking also includes self-defense; see DEFENSE ROLLS for details.
» **Called Shot:** An attack that ignores cover or armor but at a –20% penalty, or –40% for an especially hard shot.
» **Disarm:** Roll Unarmed Combat to force the target to drop a weapon or object. Includes self-defense; see DEFENSE ROLLS for details.
» **Dodge:** Roll Dodge to oppose an attack, disarm, or pin. See DEFENSE ROLLS for details.
» **Escape:** Get out of being pinned. Roll either STR×5 or Unarmed Combat, whichever is better. This acts as a defense roll against the character pinning your Agent (see DEFENSE ROLLS for details). If the pinning character is not attacking, the escape is opposed by his or her Unarmed Combat or STR×5 (whichever is better). If the escape roll succeeds, your Agent is no longer pinned—and the escape roll defends against other attacks until your Agent's next action. If it fails, your Agent remains pinned and cannot defend against attacks.
» **Fight Back:** Roll Melee Weapons or Unarmed Combat to oppose an attack. See DEFENSE ROLLS for details.
» **Move:** Jog 10 m., run 20 m., or sprint 30 m. (Usually, your Agent can go about 3 m. as part of another action.)
» **Pin:** Hold someone down. Includes self-defense; see DEFENSE ROLLS for details. Your Agent can attack the pinned target in later turns. Unarmed Combat and Melee Weapons attacks on a pinned target are at +20%. A pinned character can take no actions except attempting to escape. While pinning a target, you decide whether and when the target can speak.
» **Wait:** Act after someone else's action this turn.
» **Anything Else:** Anything that takes a moment's concentration.

Defense Rolls

Dodging and hand-to-hand combat (using either Melee Weapons or Unarmed Combat) are tests that can protect your Agent by opposing attack rolls.

Your Agent can Dodge or fight back against an incoming attack even before your Agent's DEX order in a turn. If you do this, it becomes your Agent's single action for that turn. An Agent who has already taken another action that turn can't Dodge or fight back until the next turn.

In order to Dodge or fight back, your Agent must know an attack is coming and be physically capable of blocking or evading it. An Agent who is pinned or unaware can't Dodge or fight back.

DODGING: Opposes all hand-to-hand attacks that turn, and lets your Agent duck behind cover to evade all ranged attacks that turn. (The cover must be within about three meters—close enough to duck behind it.) Dodging protects against each attack that your roll beats. Dodging never inflicts damage.

ATTACKING OR FIGHTING BACK: Opposes each hand-to-hand attack that turn. This cannot protect against ranged attacks unless your Agent physically interferes with the weapon. When fighting back, choose an offensive action: *attack, called shot, disarm,* or *pin.* If your roll beats the attack, the attacker's action has no effect and your Agent's action affects the attacker. While the roll defends against all attackers, the offensive action affects only a single target.

Damage and Death

A successful attack inflicts damage, which reduces the victim's Hit Points. Damage depends on the weapon.

At 2 HP or below, your Agent falls unconscious for an hour or until healed to at least 3 HP. An Agent injured that seriously must roll a CON test. If it fails, look at the lowest die in the percentile roll as a single D10. The Agent loses that many points from a single stat of the Handler's choice, permanently, to a minimum score of 3.

At 0 Hit Points, your Agent dies—unless the Handler says otherwise. The Handler has a lot of discretion. Sometimes common sense says a character can be kept alive with prompt medical care such as Surgery or First Aid. Other times it's clear that there's no hope. Hit Points never go below 0.

A First Aid roll restores 1D4 HP. It can be attempted only once each time an Agent is injured. An an Agent resting safely gets a CON test once a day to recover 1 HP. A Medicine or Surgery roll, whichever is appropriate, restores 1D4 HP once a week.

Lethality Rating

Sometimes a threat is so dire that an ordinary damage roll isn't enough. A machine gun, explosive, poison, or heavy weapon has a Lethality rating. That's the percent chance that the threat immediately reduces the target to zero Hit Points. If that fails, the target still takes damage equal to the two percentile dice added together as individual ten-sided dice.

Kill Radius

A Lethality weapon that can affect many targets at once has a Kill Radius. If it's an explosive, that adds +20% to the chance to hit. Choose the center of the radius before attacking. The effect depends on the attack roll.

- **Hit:** Roll Lethality for everyone inside the radius. (The Handler decides if some targets are exempted.) Everyone who survives is suppressed.
- **Miss:** Everyone who would have been in the Kill Radius is suppressed.
- **Suppression:** If your Agent is suppressed, your Agent must either hide behind cover or go prone. If your Agent refuses to hide or go prone, he or she loses 1 SAN, but can act normally.

Armor and Cover

If something sturdy stands between your Agent and harm, it acts as armor and has an Armor value. The effect depends on the kind of protection and the kind of attack.

- **Body armor:** No effect on a successful Lethality roll. Reduces the damage of an ordinary attack (unless it's a called shot).
- **Cover:** Causes a Lethality roll to automatically fail; but remember, a failed Lethality roll still inflicts Hit Point damage. Cover reduces the damage from any attack except a called shot.
- **Armor-piercing weapons:** If a weapon has an Armor Piercing rating, it reduces your Agent's protection's Armor rating by that much for that attack.

Sample Damage Rolls

- **Unarmed:** 1D4–1
- **Small club or knife:** 1D4
- **Large club or knife:** 1D6
- **Pistol:** 1D10
- **Rifle:** 1D12
- **Shotgun:** 2D10 at close range; 2D6 or 1D6 farther out
- **Submachine gun, short burst:** Lethality 10%, Kill Radius 1 m.
- **Hand grenade:** Lethality 15%, Kill Radius 10 m.

Strength and Damage

High or low STR modifies Unarmed Combat and Melee Weapons damage rolls, to a minimum of 0:

- –2 for STR 3–4
- –1 for STR 5–8
- +1 for STR 13–16
- +2 for STR 17–18

Sanity

Agents of Delta Green are as vulnerable to mental trauma as to physical threats. We track that vulnerability in Sanity Points (SAN). When SAN drops sharply, the Agent loses self-control—and the player loses control of the Agent.

Threats to Sanity

The three types of SAN loss are Violence (both suffering it and inflicting it), Helplessness, and the Unnatural.

Each threat comes with two possible SAN losses, one more severe than the other. When your Agent faces one of those threats, make a SAN roll. That means rolling your Agent's current SAN or lower on percentile dice. If you succeed, your Agent suffers the lower loss; with a critical success, your Agent suffers the minimum loss possible. If you fail, your Agent suffers the higher loss; with a critical failure, your Agent loses the maximum possible.

Here are sample SAN losses.

Suffering Violence	**Loss**
» Ambushed or hit by gunfire	0/1
» Surprised by a corpse	0/1
» —The corpse of someone you love	0/1D4
» Unexpectedly stabbed or strangled	0/1D4
» Reduced to 2 HP or less	0/1D6
» Tortured	0/1D10

Inflicting Violence	**Loss**
» Incapacitate or cripple an innocent	0/1D4
» Destroy a teammate's body to thwart investigation*	0/1D4
» Kill in self-defense*	0/1D4
» Kill a murderous enemy in cold blood*	0/1D6
» Torture someone	0/1D8
» Accidentally kill an innocent*	0/1D8
» Kill an innocent in cold blood, even for a good reason*	1/1D10

* For a failed roll, add 1 per victim up to the maximum possible die-roll: 4 for 1D4, 6 for 1D6, *etc.*

Helplessness	**Loss**
» Fired from your job	0/1
» A friend suffers permanent harm or indefinite insanity	0/1
» A Bond's score is reduced to zero	0/1D4
» Sentenced to prison	0/1D4
» Wake up paralyzed or blind	0/1D4
» Find a friend's remains	0/1D4
» Flung into a pit of corpses	0/1D4
» A Bond suffers permanent harm or indefinite insanity	1/1D4
» See or hear a friend being gruesomely killed	0/1D6
» A Bond dies	1/1D6
» See or hear a Bond being gruesomely killed	1/1D8

The Unnatural	**Loss**
» Attempting Psychotherapy on a character who lost SAN to the Unnatural	0/1
» Witnessing a supernatural effect that's apparently benign	0/1
» Witnessing a violent supernatural effect	0/1D6
» Seeing a corpse walk	0/1D6
» Subjected to an overtly supernatural effect	0/1D6
» Suffering a violent supernatural assault	1/1D8 or more

Insanity

Insanity is what happens when you lose too many Sanity Points. There are three kinds of insanity in *Delta Green:* temporary insanity from short, overwhelming shocks; indefinite insanity from accumulated stresses; and permanent insanity when your Agent has been driven completely beyond reason.

Temporary Insanity

If your Agent loses 5 or more SAN from a single event, your Agent goes temporarily insane. This means the "fight or flight" response takes over: your Agent either runs away, lashes out mindlessly, or curls up in a helpless ball. It lasts until the Handler says the Agent snaps out of it; usually that's a few minutes after the source of the SAN loss goes away.

Disorder

An Agent whose SAN score reaches the Breaking Point gains a long-term mental disorder. Its nature and symptoms depend on the kind of trauma that pushed the Agent to the Breaking Point: Violence, Helplessness, or the Unnatural.

The symptoms usually don't manifest right away. When your Agent reaches the Breaking Point, make a note on the character sheet that you have gained a new disorder and whether it came from Violence, Helplessness, or the Unnatural. Now change the Breaking Point to its new value: your Agent's current SAN minus POW. The Handler will determine the details of your Agent's new disorder later in the operation or perhaps in between this operation and the next.

ACUTE EPISODES: Once an Agent has gained a disorder, further stresses may bring it to the fore. Any time your Agent loses SAN or confronts some traumatic trigger directly related to the disorder, you must make a SAN roll. If it fails, your Agent suffers an acute episode. The disorder cannot be controlled until the source of stress goes away. The Handler always decides the exact repercussions, and whether it happens immediately or builds gradually, in the aftermath of the trauma.

Sample Disorders

Here are sample disorders for each kind of trauma. The earlier entries for each list are most common. They are defined in the *Delta Green* core rulebook and the *Agent's Handbook,* but many are self-explanatory.

Disorders from Violence

- PTSD
- Depression
- Addiction
- Sleep disorder
- Paranoia
- Intermittent explosive disorder
- Ligyrophobia
- Totemic compulsion

Disorders from Helplessness

- Depression
- Obsessive/compulsive disorder
- Anxiety disorder
- Addiction
- Obsession
- Enclosure-related phobia
- Conversion disorder
- Dissociative identity disorder

Disorders from the Unnatural

- Depersonalization disorder
- Depression
- Sleep disorder
- Amnesia
- Fugues
- Paranoia
- Megalomania
- Dissociative identity disorder

Permanent Insanity

If your Agent's SAN reaches 0, your Agent goes irretrievably insane. The Agent becomes a Handler character and it's time to make up a new one.

Preserving Sanity

Reducing Sanity Loss

When there is a SAN loss, your Agent can attempt to reduce it by projecting it onto a crucial personal relationship, damaging a Bond. Spend 1D4 WP. If your Agent still has at least 1 WP, reduce the SAN loss by the amount of WP spent (to a minimum of zero) and reduce a Bond's score by the same amount.

The next time your Agent interacts with that Bond, decide what shape the damage takes. Does your Agent grow hostile and angry, irrationally blaming the loved one for imagined wrongs? Does your Agent abandon the loved one in favor of relationships with less importance and meaning? The stresses faced by Delta Green agents often wreck the families and friendships that give them strength.

Adapting to Sanity Loss

An Agent who loses SAN from a threat three times without going insane becomes adapted. If your Agent loses SAN due to Helplessness or Violence, check one of the three boxes for that threat on the character sheet under **INCIDENTS OF SAN LOSS WITHOUT GOING INSANE**. If your Agent goes insane or reaches the Breaking Point due to that threat, erase all its checks.

If you check all three boxes for a threat, your Agent becomes adapted to that threat. When adapted to a threat, an Agent's SAN tests for it always succeed—but adapting to a threat changes your Agent, and not for the better. No Agent can adapt to the Unnatural.

» **Adapting to Violence:** Permanently lose 1D6 CHA and the same amount from each Bond. A character who is adapted to Violence loses no SAN for ignoring suppression (see **KILL RADIUS** on page 35).
» **Adapting to Helplessness:** Permanently lose 1D6 POW.

Repressing Symptoms of Insanity

When suffering temporary insanity or an acute episode of a disorder, your Agent can try to repress it by focusing on the people who depend on him or her. Spend 1D4 WP, and reduce one Bond by the same amount. Now you may attempt a SAN test. If it succeeds, your Agent stifles the symptoms of insanity, and you retain control of your character after all. The next time your Agent interacts with that Bond, describe how the relationship has worsened.

Regaining Sanity Points

Agents gain SAN by seeking therapy between operations (which can raise SAN no higher than the Agent's POW×5) and by overcoming unnatural threats (which can raise SAN as high as 99 minus the Agent's Unnatural skill rating). These options are detailed in the core rulebook.

Willpower

Agents need Willpower points (WP) to withstand exhaustion and mental trauma, to resist interrogation and persuasion, and to enact unnatural rituals.

Low Willpower

At 1 or 2 WP your Agent has an emotional breakdown, suffering a –20% penalty to all actions until WP rises above 2. At 0 WP your Agent collapses, incapacitated and perhaps unconscious, and cannot succeed at any tests—including SAN rolls.

Regaining Willpower

Fulfilling a personal motivation in a way that the Handler finds compelling restores 1 WP. A full night's sleep restores 1D6 WP.

Exhaustion

The first time your Agent tries to sleep after suffering temporary insanity or reaching the Breaking Point, you must make a Sanity test for the Agent to get any rest. After failing to get a good night's sleep, or working CON in hours without a break, an Agent loses 1D6 WP and become exhausted. An exhausted Agent suffers a –20% penalty to all skills, stat tests, and SAN rolls. A full night's rest removes that penalty.

» **Using sedatives:** Liquor or sleeping pills give your Agent a +20% bonus to the SAN test to get to sleep. If the test still fails, the Agent is exhausted the next day after all.
» **Using stimulants:** Stimulants or chain-smoking offsets the exhaustion penalty by 10% for 2D6 hours, or 20% for hard drugs.
» **Addiction:** Frequent use of sedatives or stimulants makes addiction a likely result the next time your Agent gains a disorder.

Bonding with Delta Green

After someone in your Agent's Delta Green team undergoes a catastrophic trauma such as going insane or being badly hurt, roll for a SAN test. Success has no effect. But if it fails, emotional attachments form; follow this process for each teammate, up to five:

IF THERE'S NOT AN EXISTING BOND: If your Agent doesn't already have a Bond with the teammate, gain a new Bond equal to half your Agent's CHA. Write "Delta Green" next to the new Bond. Your Agent immediately loses 1D4 points from one other (non-Delta Green) Bond.

IF THERE'S AN EXISTING BOND: If your Agent already has a Bond with the teammate, add 1D4 to it (up to your Agent's CHA). Subtract 1 from one other (non-Delta Green) Bond, if your Agent has any left.

Home

Some scenes focus on Agents' lives between operations. Use them to explore the things that are important to your Agent and the costs of involvement in Delta Green.

Personal Pursuits

Choose one personal pursuit. Describe how your Agent is pursuing it and roll the appropriate test to resolve it. Some pursuits damage Bonds (but only non-Delta Green Bonds) as your Agent lets relationships lapse. Here are a few examples.

» **Fulfill Responsibilities:** Choose one Bond and roll a SAN test. *Success:* +1D6 to the Bond. *Fumble:* –1D4 from the Bond and –1 SAN.
» **Go to Therapy But Lie About Your Unnatural Traumas:** Make a Luck roll. *Success:* +1D4 SAN. *Fumble:* –1 SAN. Either way, reduce a Bond by 1.
» **Go to Therapy and Tell the Awful Truth:** Make a Luck roll. If the therapist thinks your encounters with the unnatural are delusions, the roll is at at –20%. If the therapist believes you, he or she may lose SAN. *Success:* +1D6 SAN. *Fumble:* –1 SAN. Either way, reduce a Bond by 1.
» **Improve a Stat or Skill:** Test a stat or skill. If test fails, add +1D10 to the skill or +1 to the stat. Either way, reduce a Bond by 1.
» **Study the Unnatural:** Reduce a Bond by 1D4. Ask the Handler what else happens.

// Last Things Last //

"Last Things Last" gives the Handler all the necessary details to run a Delta Green operation for one to five players. (Playing with more is a challenge. The more players are talking and making decisions, the harder you have to work to keep things moving and maintain a tense and suspenseful mood.)

This operation is for the Handler's eyes only. If you expect to play an Agent in "Last Things Last," stop reading now.

Handler's Information

Clyde Baughman was an active Delta Green agent from 1967 to 1970, and an infrequent "Friendly" during the late Nineties. Four days ago he died in his apartment of a massive heart attack. Delta Green has learned of this and has tasked the nearest available Agents to conduct a sweep of his apartment to remove any evidence of the organization.

For the most part, Baughman was very circumspect about keeping his secrets. There was one significant, unfortunate exception: his reaction to the death of his wife, Marlene. When cancer took her in 2002 he attempted to use certain incantations, discovered during his work with Delta Green, to restore her to life. Tragically but unsurprisingly, the spell failed to return her in the condition he wanted. Instead it created an undying monster that spoke with his wife's voice. Baughman, distraught and ashamed, told no one. He sealed the creature in a septic tank at an isolated cabin. He repeatedly tried to work up the nerve to destroy the thing that had once been his wife, but he never could. She waits at his cabin still.

Involving the Agents

Many Agents are part of the official Delta Green program: a top-secret, highly restricted project that draws elements from the departments of Defense, Justice, Homeland Security, and the Treasury among others. On paper, it's dedicated to counterterrorism. Only a handful of people know that it really fights and covers up supernatural threats.

But there are some Agents outside that program who also call themselves Delta Green. They are actually part of a smaller, unofficial conspiracy led by veterans who refused to come in from the cold when Delta Green was reactivated years ago.

You and your players decide to which Delta Green their Agents belong. The choice doesn't matter much for this scenario. Either way, the Agents have day jobs and lives at home. They only work on behalf of Delta Green when the group needs them.

Let the players use the pregenerated characters in this book or create new Agents. This scenario doesn't require particular skills, though some are more useful than others.

Needing to move quickly, Delta Green has assigned these Agents due to their availability and their proximity to Baughman's apartment. It can be in any large city you choose. The Agents themselves probably live in different cities, maybe different states, but they must gather quickly.

Getting There

Agents who are U.S. government employees in the official Delta Green program find themselves unexpectedly assigned to a joint terrorism task force. It's so restricted that their day-to-day supervisors aren't allowed to ask about it. Plane tickets are reserved in the Agents' names. They are to gather at 2 p.m. the next day at a conference room in the post office headquarters in Baughman's city. In reality there is nothing to the task force but the Delta Green operation.

Agents who are not government employees, or who aren't in the official program, are contacted by a Delta Green control officer. The control officer is played by the Handler, not by one of the players. Each Agent gets a message calling for a meeting at a particular time and place. Maybe the message is a voicemail from a blocked number. Maybe it's an anonymous, encrypted email. Either way it's innocuous, just a time and a place. It would mean nothing to anyone who happened to intercept it. If asked, the Agent could easily pass it off as a wrong number or spam. But the Agents all recognize a call for a meeting when they see one. They also know that they have to come up with their own excuses to

EYES ONLY

leave their jobs and families behind and make their own travel arrangements. The control officer will (probably) reimburse them with cash.

Directives

The next afternoon at 2 p.m., the Agents meet with their Delta Green control officer at the post office headquarters in Baughman's city. Make up the control officer's appearance and personality. The control officer gives instructions, acts as the Agents' go-between with Delta Green, and provides logistical support, but never joins the Agents' operations.

The control officer gives the Agents the following instructions:

» Proceed to residence of Clyde Baughman.
» Remove any evidence of Delta Green's activities.
» Baughman's heirs are expected within 48 hours. Make sure everything is clean by then.
» Involve no one else in this operation.
» Meet in the same conference room in 48 hours with a report.
» If you find signs that Baughman violated Delta Green security, report them.

The control officer gives the Agents a cursory dossier on Baughman (see HANDOUT A, page 48) and a key to Baughman's apartment.

Baughman's Apartment

Baughman's address is an inconspicuous apartment building in a declining, working-class neighborhood. The building is a jarring example of early 1960s design, blocky and drab. No one takes notice of a small group of reasonably cautious Agents entering the building or Baughman's apartment. There are no surveillance cameras around.

The interior of Baughman's small apartment is Spartan and grim. Aside from a patina of cigarette smoke there is scant evidence that anyone actually lived there.

Just inside the door, a ring of labeled keys hangs from a hook (including a key to his cabin).

A well-worn couch faces an archaic, squat television that carries basic cable only. On the adjacent coffee table are a stack of mostly completed crossword puzzle books, issues of *Sports Illustrated* and *Reader's Digest*, and a box of unhealthily artificial donuts (powdered sugar), now crumbling and dry.

The adjoining kitchen is mostly bare, with a smattering of cans, pans, and boxes. The only human touch is a crudely drawn human figure entitled "Granpa" (signed "Cassie" and bearing two gold stars from the teacher) hanging on the refrigerator.

Down the hall are a linen closet (of no interest) and a small bathroom. The bathroom is in a disturbed state: a broken towel rack, a cracked shower door, a few fragments of a broken ceramic toothbrush-holder swept into a corner. There also persist faint traces of the smell of Baughman's corpse; this is where he died.

Baughman occupied one of the two bedrooms at the end of the hall. It holds a queen-sized bed and a dresser on top of which rest photographs of Clyde and his late wife Marlene, high school graduation pictures of his two children, a few photos of a grandchild, and a ceramic paperweight of a child's handprint with the name "Cassie, age 4" crudely painted on it.

Baughman used the other bedroom as an office and for storage. There is no computer. It takes one Agent about twelve hours to go through the many papers here and systematically examine them. The work can be divided between several Agents. Halve the time required if at least one Agent has **Accounting** at 30% or better.

Reviewing the papers reveals that Baughman owned a cabin in a rural area, about four hours away by car. The papers provide coordinates.

There is nothing else of note in the apartment.

A Complication: Mrs Janowitz

Agents making an open or noisy approach to the building may encounter Mrs. Janowitz, age 66, out to walk her dog, Mitzi. While Janowitz knew Baughman, the two were not close. She has never met either of Baughman's children. She says in passing, "It was a terrible shame that poor Mr. Baughman wasn't found for three days. A real pity."

Janowitz is curious but not immediately suspicious. She can be appeased by almost any convincing story: it requires **Persuade** only if the players make her think something isn't right, and even then a **Persuade** skill of 40% or better assuages her. It doesn't need a roll. But after that she will keep any eye out for suspicious activity; and if the police later come asking questions, she will remember the Agents well.

The Cabin

Clyde Baughman's cabin is a few hours away from his apartment by car. It is not difficult to reach, though the last few miles are off the main road and are dangerous in poor weather. The cabin itself is one story high, with a bedroom, a bathroom, a living room, a few closets, and a kitchen. The whole building is constructed of wood with a faux log-cabin exterior. It is connected to the local power grid and is heated by a large, field-stone chimney. Water is drawn by an old electrical pump attached to a well.

The key from Baughman's apartment fits in the lock. Even a cursory inspection reveals that no one has been here for at least two months. The cabin interior is quiet and there are more than a few cobwebs. Aside from second-hand furniture and a rustic décor there are two items of interest: a footlocker and the plumbing.

Behind the building stand an outhouse and a shed. Studying the outhouse with **Forensics** 40% or better finds that it was last used a couple of months ago.

The shed holds an assortment of tools and twenty one-gallon cans of gasoline, all full.

Ten yards away from the house, near the edge of the woods, the hatch for a septic tank can be spotted in a shallow pit, not buried as would be expected. Earth piled around indicates it's stood exposed for years. The septic tank's entrance hatch is uncovered and is padlocked from the outside (an unusual step; the key is another from Baughman's ring) but the handle and hinge are well oiled. It won't be obvious unless the Agents unearth more of the tank, but in fact there are two hatches, one still buried. The septic tank is far too large for the cabin.

The Footlocker

Baughman's Vietnam-era metal footlocker is stowed under his bed. This is where he kept mementos from his years with Delta Green. Atop the contents is a sealed enveloped marked with a triangle in green ink. The envelope holds a short letter from Baughman (see HANDOUT B, page 48).

In the Footlocker

You can decide what other evidence Clyde Baughman has left behind. Use this as an opportunity to leave clues to future missions or as an aid in completing ongoing ones. Here a few possibilities.

» Reel-to-reel tapes labeled with FBI evidence tags, dated 15 AUG 72 to 29 SEP 72, 21 hours total. The audio is of the congregants of an unknown church engaged in a pseudo-Christian service involving snake-handling. Frequent mentions are made of "Saint Yig," "the Scaled Redeemer," and "the Blessed Serpent." At several points congregants cry out after having been bitten. One person is refused medical treatment and begins wailing in agony. **SAN** loss: 0/1.

» A cardboard box containing a neatly folded but very bloody man's suit.

» An annotated copy of the doctoral dissertation "Sky Devils: Archetypical Figures in Native American Mythology," by Karen Barr. It was rejected by the University of Indiana, Bloomington, in 1985. You can decide what it says about "Sky Devils." Studying it as a "Home" pursuit between missions grants +1 percentile in the **Unnatural** skill and costs 1D3 **SAN**.

» Three tear-gas grenades. Manufactured 20 years ago, each requires a **Luck** roll to work.

» A large iron knife. **Archeology** at 40% identifies it as of Anglo-Saxon manufacture. Strangely, it's engraved with Ogham markings which cannot be deciphered and appears to be gibberish. A (human) bone handle is relatively new.

» A mundane leather pouch containing hair (black bear), teeth (human infant), and feathers (blue jay and barn swallow).

» One highly magnetized glass sphere, 3 cm in diameter. Anyone inspecting it with **Science (Physics)** at 20% or greater loses 0/1 **SAN** realizing the glass is far too magnetic for nature.

» A sizeable file regarding the Ventaja Corporation (aka Venta, meaning "advantage"), an Argentine import/export firm, dating from 1965 to 1968. The file begins with an FBI investigation into allegations of weapon smuggling in Miami. The investigation ended without prosecution, but Delta Green surveillance of the company continued. Baughman uncovered financial ties between Ventaja and accounts mentioned on a World War II-era financial watch list called "K Group." A raid on a Ventaja warehouse in San Juan, Puerto Rico, resulted in the recovery of something called "The Scheel Formula." A manila folder with that title is empty.

The Plumbing

Inspecting the cabin's plumbing finds that none of the pipes lead to the septic tank. They once did, but all have been disconnected for no discernible reason.

The Septic Tank

The players may well notice the oddness of having a functioning outhouse at a cabin that has a septic tank and running water. If they don't, point it out to any Agent with **INT** 14 or with 20% in a skill such as **Craft (Plumbing)** or **Craft (Construction)**.

Listening at either of the inspection pipes that rise from the tank reveals nothing. But anyone opening the tank is in for a rude surprise.

The tank is much larger than necessary for the cabin, nearly two meters deep (six feet), nearly two meters wide (six feet), and three meters long (ten feet). The interior is dark and only slightly damp, with a shallow layer of water at the floor. The ladder has been removed. It is clear that the tank is not being used for its intended purpose.

Any source of bright light, anyone putting a probe into the tank, or anyone actually entering the tank attracts the attention of Marlene, Clyde's long-dead wife, horribly reanimated.

The Thing In the Tank

A wasted corpse, rotten from so many years in the dank hole (**SAN** loss: 1/1D8 from the Unnatural), Marlene is more than an inexpertly raised zombie. Her resurrection was the result of Baughman unwittingly imbuing her remains with a unnatural consciousness we term "the Other."

The Other is a formless intelligence from dimensions outside of our own that can inhabit the corpse of any creature that had an INT of 1 or greater in life. The reanimated corpse is unnaturally strong and fast. It is more cunning than intelligent, but it can draw upon the memories of the corpse it animates.

The Other knows much of what Marlene knew. While it could not convince Clyde that his wife had returned to him, it made it impossible for him to destroy the body that spoke with his wife's dead voice. It hopes to manipulate the newcomers with greater effect.

If "Marlene" realizes human beings are near, she attempts to get their attention and sympathy by pounding on the inside of the tank and crying for help in a croaking, pathetic voice.

She says that her husband was a sick man, always seeking terrible secrets. She says he did something strange to her, some kind of awful pagan prayer to make her his slave forever. But it didn't work the way he thought, so he locked her in this tank. Whatever he did kept her from dying.

She begs for air and light. She begs for freedom.

Trying to discern anything from her voice with **HUMINT** is no good with the concrete in between.

An Agent who opens the hatch sees her inside, huddled weakly in the shallow water, reaching a hand feebly up. On first glance she looks like a small, somewhat misshapen, nude woman in her fifties. Her flesh is grey-blue and she has torn out most of her hair. Her hands are blood-stained, the flesh stripped by constant

EYES ONLY

clawing at the walls. Her feet and lower legs are swollen from frequent immersion in water, and their skin sloughs off with alarming frequency.

And yet she lives.

She does her best to persuade the Agents to help her. If an Agent reaches down to help her, she takes the offered hand. She says that she'll recover. She needs only to eat and rest and things will be all right.

» **HUMINT** 40% can't tell what to make of her body language and mannerisms. They're all strange. But if she's been stuck in a septic tank for all these years unable to die, that should be no surprise.
» **HUMINT** 60% senses a strange disconnect between her speech and her facial expressions and mannerisms. It's unlike any the Agent has encountered.
» **HUMINT** 80% can tell she's in a high state of alert, not quite as defeated as she seems.

If They Suspect the Other

Marlene keeps up this act as long as it works. If the Other thinks it has been found out, it will attempt to bargain with the Agents, offering the secrets of the cosmos in exchange for its freedom.

What exactly the Other tells the Agents is up to you. It knows far less about the cosmos than it claims, and whatever it says will be four parts nonsense to one part truth. Make up gibberish names and violations of physics.

Talking to it for an hour or two adds +1 percentile to each Agent's **Unnatural** skill at a **SAN** cost of 1 **SAN**. Keeping it imprisoned somewhere for ongoing conversations can be a "Home" pursuit between missions, a version of studying the Unnatural. That grants +1D10 percentiles to **Unnatural** at a cost of 1 **SAN** per skill point gained, and it may make the Agent the target of a new Delta Green mission.

Destroying Marlene

The decision to attack Marlene should not be easy. Secretly take stock of the players' talk and reactions. Tell the players that they each face a **SAN** loss for violence if they go ahead. For an Agent who thinks Marlene is just an innocent woman who's been cursed by her husband, the **SAN** cost will be 1/1D10. For an Agent convinced that she's something worse, the **SAN** cost will be 1/1D6.

Clyde Baughman has provided one option: the gasoline in the shed. If poured into the tank and ignited, it will eventually destroy the Marlene-thing.

When she sees what they're up to, she screams in panic and begs for mercy. If they go ahead, the Other panics, leaps out of the open hatch with impossible strength, and attacks the Agent holding the gas-can. (**SAN** loss: 0/1D6 from suffering Violence.) If the Agents try to block the opening and leave just enough space to a fuel line, that may call a Strength by Marlene, perhaps at a –40% penalty for trying to move a massive weight or break a chain.

Likewise, if the Agents bring Marlene out of the tank but then seem about to kill her or try to bind her, she lashes out with shocking ferocity.

Marlene fights for only one or two turns, just long enough to hurt one or two Agents. Then she sprints into the woods to escape. The Other hopes to find another, better corpse to inhabit.

If the Agents find some way to restrain her in the tank while they light the gasoline, her dying gasps and pleading shrieks are hideous, horrified and plaintive. And they go on so long. She screams and croaks far past the time when her voice should have been silenced by scorching fumes. Gradually the screams become a high, strange whine, nothing produced by a human voicebox. It rises beyond the limits of hearing into silence.

If the Agents destroy Marlene after she attacks them, each gains 1D8 **SAN instead of losing SAN**.

Conclusion

As per their orders from Delta Green, the investigators are to remove any evidence of Clyde Baughman's involvement with the organization. It is left to their discretion if they want to destroy these traces, arrange to turn them over to a Delta Green collection team at a nearby airport or military base, or hide them someplace private without telling their control officer. So long as nothing in Baughman's apartment or cabin can reveal his work with Delta Green, the group will be satisfied.

If an Agent comes back badly hurt or suffering a new insanity, that may have unhappy effects on the Agent's career and family. You can resolve that in "Home" scenes before the next mission.

EYES ONLY

That Which Was Marlene

Beloved wife, now host to something Other

STR 21 **CON** 25 **DEX** 17 **INT** 9 **POW** 11 **CHA** 10

HP 23 **WP** 11

SKILLS Athletics 99%, Persuade 60%, Unarmed Combat 75%, Unnatural 44%

ATTACKS Claw or Bite, Damage 1D3+2 (Armor Piercing 3)

ARMOR 3 points of desiccated flesh

NOTES Marlene's high **Athletics** skill reflects the fact that she runs and climbs with unnatural strength and speed. Her Charisma stat applies only if someone can't see her or if she has time to recover to a semblance of life. That's possible if she's set free to feed on living things, especially fresh blood.

Marlene heals 1 HP at the beginning of her turn, every turn unless her body is thoroughly destroyed. If her HP drop to zero, she falls twitching—and begins to heal. If her body is destroyed, the spirit of the Other abandons Marlene's corpse and drifts away unseen, seeking a new host. If another living creature dies nearby (within about 10 meters) the Other jumps into that corpse.

Catching and destroying the Other in its incorporeal form requires secrets that cannot be found in this scenario. Nor will they be defined in other publications. We leave them up to you to create.

SUMMARY OF A REPORT ON CLYDE BAUGHMAN

D.O.B. 3/28/1945

FAMILY: Wife, Marlene (8/20/1948 to 11/2/2002); Daughter, Sharon (9/12/1967); Son, Michael (7/28/1974).

OCCUPATION: Bureau of Internal Revenue (later IRS) 6/11/1965 - 9/1/1999, retired as Assistant Deputy Commissioner for Operational Support.

AFFILIATION: Active with group from 1967 to 1970, taking part in eleven operations (details unavailable). Numerous consultations with a specialty in taxation and property confiscations. No current association with group.

"Last Things Last" Handout A

To Whom it May Concern:

if you are reading this note, i can assume i have died or become incapacitated before i had the courage to complete my final mission. You will find about 20 gallons of gas in the shed behind this cabin. Pour it into the septic tank beside the cabin and ignite it. You'd be happier if you didn't look inside. Please make sure that the remains are kept from my children.

i am so sorry. God please forgive me.

Clyde Baughman

"Last Things Last" Handout B

RECORDING ENTERED AS CLOSED GRAND JURY TESTIMONY
FBI FOICA SPECIAL INVESTIGATOR J. CHILDRESS.

TAPE #49112

FILED 12/09/01

SPEAKERS: SUBJECT F (Ex-FBI Special Agent). SUBJECT A (State's Witness).

LOCATION: The Red Barn, Darby, Vermont.

DATE: 12:02 AM, 11/21/01

SUBJECT F: [garbled] —old man.

SUBJECT A: You went? You—

SUBJECT F: Alphonse is gone. The house—[unintelligible]

SUBJECT F: Standing orders. Ditch the phones. [garbled] —go dark.

SUBJECT A: What—

SUBJECT F: And if anyone says they're from— [garbled] They're not. OK?

SUBJECT A: What if something comes down the wire?

SUBJECT F: Set up a meet and take them out. It's us versus the world now, fucker.

GREEN / EYES ONLY

RTMENT OF WAR
STRATEGIC SERVICES
ington, D.C.

sion to this Office

ng lunch with a Lt. Cdr. Ma
e's Parapsychology, Paranc
He's made a good case for
agree with him. When I see
ransfer P Div. to us. I dou
en trying to cut P Div. ou
iv. is ours, I want you to
er that even mentions P Di
down to their office suppl
want P Div. to be a fadi
ese measures taken after

re of an Unconventional
on't want to discuss its
e exploiting the occult,
to be used in psychologi
elligence Cook showed me
hese subjects since '39,
etting the money out of
this one, the better.

e Axis powers, but Neutr
well. We're particularly
the things Cook's people have b
ngerous for even our allies to be trust
d after Cook's briefing tomorrow.

ed with this unit will be restricted by a
Cook, the members of his staff, and the
s program. No one who isn't working
d on. Period. The name for the clearance
DELTA GREEN.

can classify as DELTA GREEN EYES ONLY is

WILLIAM J. DONOVAN
Major General, U.S. Army
Commanding Officer, Office
of Strategic Services

DELTA GREEN / EYES ONLY

CODEWORD

144

12 Feb 42

n Cook
l and
inging
cretary
we'll
f the
over
to

THE 1925 SPIRITUALIST SUICIDE FLAP

well known than Houdini's war on psychics throughout the Jazz Age was the 1925 "Spiritualist Suicide Flap." A single case, perhaps, might have been a footnote, but in the spring of 1925 something terrible afflicted the spiritualist community worldwide. For those looking, it is hard not to notice.

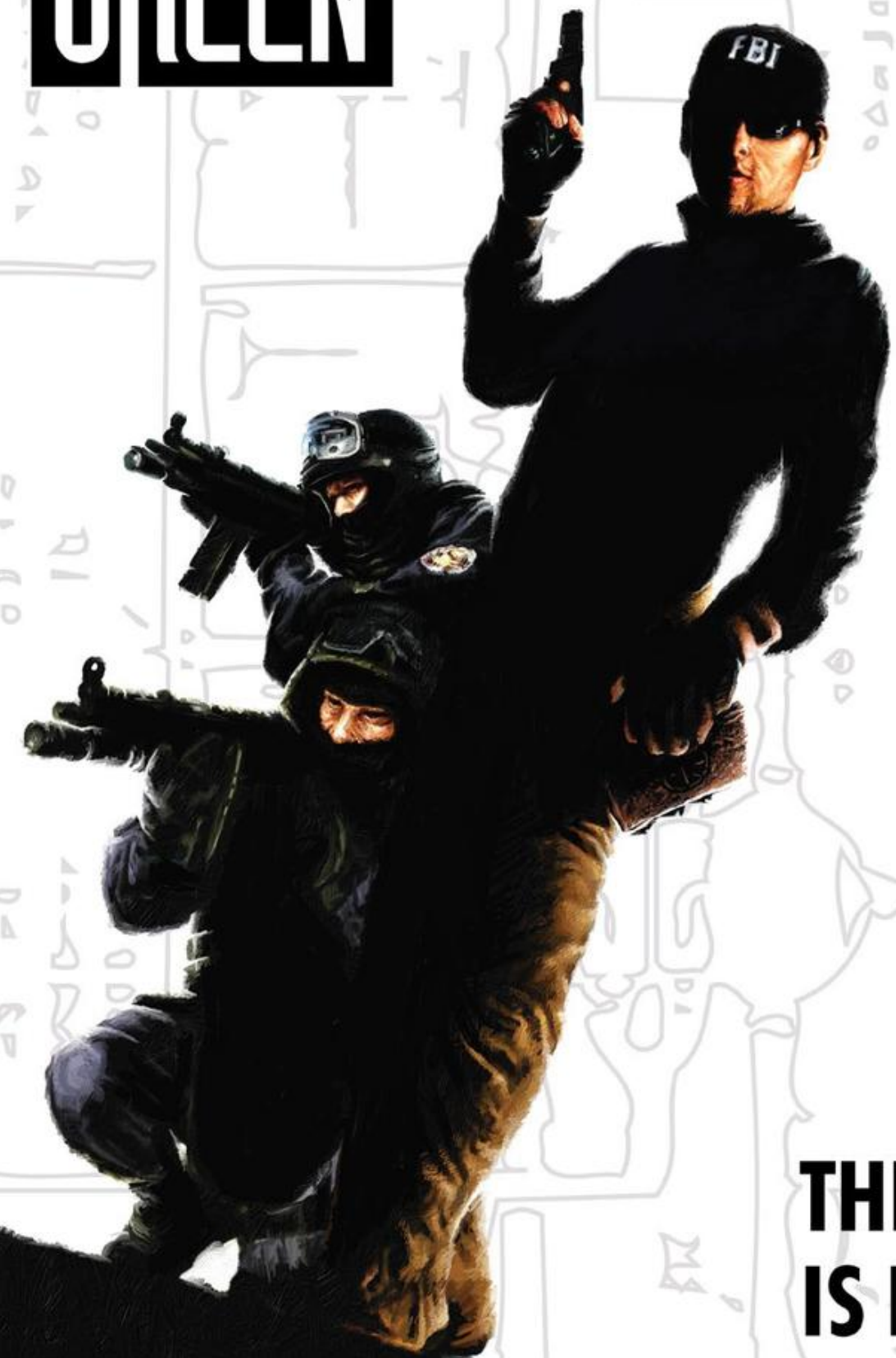
While many of the more famous psychics continued unaffected, no fewer than 168 confirmed suicides struck spiritualists across the globe, all in the late winter or early spring of 1925. Some power was preying, it seemed, on their minds.

The most famous of these was the quadruple murder-suicide perpetrated by the so-called "Winnetka Wonder," Bobby Fontaine. Fontaine had become famous giving "readings" at the age of 12 and had spent ten years in the spotlight as a local celebrity. He woke on April 12, 1925, with murder on his gifted mind.

Police later pieced together what happened by sifting through the burned ruins of the Fontaine home. Fontaine fed his mother rat poison in her morning coffee. He beat his grandmother to death with a masonry mallet as she slept. When his father came home from work, Fontaine shot him in the abdomen with the family rifle. He set the family home on fire while his father screamed. By the time the authorities had arrived, the house had gone up like a torch.

Twice, Fontaine appeared at the upstairs window as fire crews attempted to douse the blaze. Witnesses said that Fontaine screamed, "My father lies sleeping!" before the flames consumed him.

DELTA GREEN



Rulebooks

- Delta Green: The Role-Playing Game
- Need to Know
- Agent's Handbook
- The Fall of Delta Green

Sourcebooks

- Delta Green
- Countdown
- Eyes Only
- Targets of Opportunity
- Operational History
- PISCES
- Deep State

Campaigns

- Control Group
- Impossible Landscapes
- Falling Towers

Fiction

- Alien Intelligence
- The Rules of Engagement
- Dark Theatres
- Denied to the Enemy
- Strange Authorities
- Through a Glass, Darkly
- Tales from Failed Anatomies
- Extraordinary Renditions

Communities

- Yahoo! Groups–The Delta Green Mailing List
- Facebook.com/DeltaGreenRPG
- Twitter.com/DeltaGreenRPG
- Google+ community
- Reddit.com/r/DeltaGreenRPG

Delta-Green.com

- Ready-to-play operations
- Short stories
- Previews
- Announcement newsletter
- Patreon subscription
- Much more

THE MISSION IS NEVER OVER